

Viral Dawn: The Card Game

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Viral Dawn: The Card Game - 4 to 6 players using a full standard deck. Join Casey Williams and her friends as you escape the zombie apocalypse! An explosion at the army chemical weapons depot releases a toxic plume that is headed your way. In its wake, an unknown virus is reportedly turning humans and animals into zombies as it spreads. To survive, you must travel 20 miles to the Safe Zone by collecting number cards with values adding up to 20. The first person to reach the Safe Zone wins the round. Players race to collect the correct numbers of cards while other players use attack cards against them to slow them down. The game is played in matches of one or more rounds. If multiple rounds are played, a score-keeper is appointed, and the match ends when one person wins the majority of games. **Object and Winning:** Be the first player to collect the following:

- Enough number cards of any suit in any combination whose face values total exactly 20 miles (face cards are worth 1 mile). **AND**
- One additional card of any value from each suit to represent resources players need for their journey to the Safe Zone. The suits represent the following: hearts=health, diamonds=money, clubs=food, and spades=weapons and self-defense.

Example of a Winning Layout:



Setup: The dealer sets up and explains the rules. Shuffle the deck, and deal five cards, face down, to each player. Place remaining cards face down in a center draw pile. Remove the top card from the draw pile and place it face up to start a discard pile. If the draw pile is exhausted, shuffle the discard pile to replenish it. The cards have the following functions:

- **Number cards** represent miles acquired to reach the Safe Zone. Cards are worth their number values, and face cards are worth 1 mile. These cards are laid, face up on the table in the player's own space. If a player lays down too many miles, he/she must purge excess miles before the game is over to win. (More on purging under #2 below.)
- **Attack Cards:**
 - **Jacks** are played against someone cause him/her to lose a turn. They are discarded after play.
 - **Kings** allow the holder to take away any card from another player's supply on the table. The chosen card can be used by the King holder to build his or her own resources or be discarded along with the King card.
 - **Queens** can be used immediately after an attack by a King or a Jack. Queens stop the attack and reverse the effects onto the player of those cards. The Queen is discarded after play, and that player draws a replacement card.
 - **Aces** are Apocalypse cards that wreak havoc on the game. When the Ace is played, all must take their hands and move one position to their immediate right. (If only two are playing, they swap places.) The game continues with the player to the immediate left of the person who played the Ace.
 - **Jokers** can only be played by any player immediately after the Ace/Apocalypse card has been played, and everyone has changed places. The holder of the Joker may announce he/she wants to play it and take anyone else's spot by switching places with him or her. If two players want to play a Joker at the same time, the first person to say so goes first. The second one goes second. No reneging allowed once players have announced they're playing the Jokers. Jokers are discarded after play, and the player(s) draw cards to replace them.

General Play: Each turn begins by drawing a card from the draw pile. The player must play a card or discard one during his or her turn. After a turn, play continues in a clock-wise motion.

Players progress by laying down one card in their playing space during each turn, or by discarding. The goal is to get the required face value of number/mileage and resource cards to win (20 miles **and** 1 additional card of any value from each suit).

The First Round: Play starts with the player to the left of the dealer. That player draws a card and performs **one** of the following actions:

- Lay down a number card in his/her own playing space or discard a card if the player has nothing to play. This ends the turn.
- Each player must ensure he/she has exactly five cards in hand throughout the game. If a player forgets to draw and leaves this (or any) round with only four cards in hand, he/she must continue playing the round with this disadvantage until his next turn when he/she may draw an additional card to bring his total hand to five cards.
- If a player is found having more than five cards in hand (due to failure to discard) the dealer randomly selects card(s) from that player's hand to reduce the number to five, and the player must discard the highest value mileage card he or she has laid on the table. If the player has no mileage cards on the table, then a resource card is discarded.
- No attack cards are played in the first round.

Additional Rounds: Play continues as above, except that players may now use attack cards. Play continues until someone wins reaches 20 miles and has all the resource cards specified above. **Expert Options:** Before beginning the game, the players may choose to make 10 cards variable in value. They can be worth 0, 1, or 10 miles. Players may change the value of their 10 cards at any time during the game.